Final Atonement

Rank X Ki technique

Ki Cost: Special
Prerequisites: Must've been Evil at some point in your life, now taking a Neutral or Good Alignment.
Optional Prerequisites: Have Tier 2 of Potential Unlock
Casting Time: 1 Action
Range: 200 foot Radius
Chargeable?: No
Duration: Instantaneous
Type: Blast

You channel the last of your life force into this soul sucking Technique. The Ki Rank matches your own.

Targets in range must make a Dexterity Saving Throw or take XDZ Ki Damage on a hit, where X represents the total amount of Hie die you have and Y represents your Class's hitdie. Targets take half damage on a success.

This Technique's Ki cost is decided by 5 x the amount of Hitdie you have.

Your life will be taken after this Technique is complete with very few exceptions up to your DMs disgression, leaving nothing behind.

True Explosive Wave

Rank 4 Ki technique

Ki Cost: Special
Prerequisites: Better than my Past Feat
Casting Time: 1 Action
Range: 120 foot Radius
Chargeable?: No
Duration: Instantaneous
Type: Blast

An all too familiar Technique. Harnessing your soul this way no longer strangles your life force the way it use to. Each creature within range must make a Dexterity Saving Throw or take XD10 Damage on a hit, where X is how many sets of 5 Ki you expend during the casting of this Technique to a maximum of your proficiency bonus. Targets take half damage on a success.

At the cost of additional damage to yourself, you may choose to apply your own hitdie to this technique without the cost of ki. However each additional damage done by said hitdie will cause recoil damage to yourself aswell, considering doing so pushes the extremity of your own soul.

Atoned Feats

Better than my past

Requires: *Final Atonement* Technique

You've changed for the better and completely at that. No more evil lingers in your heart and you've learned to harness the good and purity in your life.

By taking this feat your **Final Atonement Technique** is replaced with **True Explosive Wave**.